



8 Social-Skills Games

www.luvinci.app

One five-minute game for each social skill kindergarten runs on – no materials, no worksheets. Play one a day and remember: **imperfect is the passing grade.**



TAKING TURNS

Roll It Back

Roll a ball back and forth saying “my turn, your turn” out loud. Board games are the advanced level – model losing gracefully, theatrically.



SHARING

Timer Referee

“Three minutes with the truck each” – set a timer and let it decide. A neutral referee prevents wars (and you’re not the referee).



LISTENING

Two-Step Simon

Simon Says with two-part commands: “touch your nose, then sit down.” It’s a listening drill wearing a party hat.



WAITING

Red Light, Green Light

Freeze Dance works too – stopping your body when it wants to go is the hardest kindergarten skill of all.



ASKING FOR HELP

The Magic Sentence

Rehearse “Can you help me, please?” – then engineer a moment to use it: a jar slightly too tight, a zipper started crooked.



JOINING PLAY

Can I Play Too?

Role-play the playground approach: watch first, then ask. Practice hearing “yes” *and* “no,” so a real no isn’t a catastrophe.



NAMING FEELINGS

Feelings Detective

In picture books or story apps, ask “how does the beaver feel?” Narrate your own day too: “I’m disappointed the bakery was closed.”



FRUSTRATION RECOVERY

The Tricky Puzzle

Offer a puzzle *slightly* too hard, then narrate the comeback: “That was tricky. Take a breath. Try a different piece.”

Why it works: a Penn State study that followed children for nearly two decades found that kindergartners' social competence predicted their education and employment outcomes well into their twenties. These eight games train exactly what teachers watch for – and a ready five-year-old still grabs and cries sometimes. What counts is the recovery.



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